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 G Al-Regib, Y Altunbasak - IEEE INFOCOM 2002. Twenty-First Annual Joint Conference of ..., 2002 - [ieeexplore.ieee.org](#)
 ... so far since the beginning of the LOD bit-stream (ie, since the LOD Header). ... LOD
 decoding iteration, the decoder sorts the current mesh vertices and ...
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 BY Chen, T Nishita - [portal.acm.org](#)
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 Internet the server first delivers a simplified **mesh** model which shape and ...
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A spatial hierarchical compression method for **3D streaming** animation
 T Hijiiri, K Nishitani, T Cornish, T Naka, S ... - Proceedings of the fifth symposium on Virtual reality ..., 2000 - [portal.acm.org](#)
 ... as Face and body animation, Binary format, **3D** hierarchical **mesh** coding, etc. ... **3D** Content ...
 The Header Part is further divided into Stream Information and Channel ...
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Robust transmission of **3D** geometry over lossy networks- ► [vanderbilt.edu](#) [PDF]
 Z Chen, B Bodenheimer, JF Barnes - Proceedings of the eighth international conference on 3D Web ..., 2003 - [portal.acm.org](#)
 ... compares the Hausdorff distance between the original **3D** model and a ... each packet contains
 a four byte header that stores ... of the first face of the mesh that will ...
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Efficient compression and rendering of multi-resolution meshes- ► [uic.edu](#) [PDF]
 Z Kami, A Bogomjakov, C Gotsman - Proceedings of the conference on Visualization'02, 2002 - [portal.acm.org](#)
 ... The (3D vector) prediction error that is coded is ... in this manner are left in a "base
 mesh" which is ... separately as part of the bit stream header, using the ...
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 P Gioia, K Kamyab, I Wolf, G Panis, A Difino, M ... - Visual Media Production, 2004.(CVMP). 1st European ..., 2004 -
[ieeexplore.ieee.org](#)
 ... The BSAC elementary stream starts with a BSAC header, which remains ... video coding
 in a complete end to end streaming chain ... Terrain Navigation (Wavelet Mesh 3D). ...
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Optimized geometry compression for real-time rendering
 MM Chow, C MIT - Visualization'97., Proceedings, 1997 - [ieeexplore.ieee.org](#)
 ... triangle mesh is a compact representation of **3D** geometry first ..., to store old vertices
 (called the mesh buffer ... A minimum vertex header is also needed to specify a ...
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3D video recorder- ► [uni-rostock.de](#) [PDF]
 S Wurmlin, E Lamboray, OG Staadt, MH Gross - Computer Graphics and Applications, 2002. Proceedings 10th ..., 2002 -
[ieeexplore.ieee.org](#)
 ... the number of vertices in its mesh representation ... During playback, the **3D** video player
 requests a frame ... is achieved by reading the frame header information and ...
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Random-accessible compressed triangle meshes- ► [kaist.ac.kr](#) [PDF]
 SE Yoon, P Lindstrom - IEEE Transactions on Visualization and Computer Graphics, 2007 - [ieeexplore.ieee.org](#)
 ... reads vertices and triangles from the streaming mesh. ... After finishing compressing



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3ds Max Modeling for Games: Insider's Guide to Game Character, Vehicle, and Environment ... Want to model characters for computer games?, 15 Nov 2001 ...

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